= STORM COINS =

Set-up:

- When using the storm coins, remove all of the mountains from the game.
- Place the storm coins on the connection numbers showing the following symbols: ▲▲
- For each symbol choose randomly one of the two connections.

Gameplay:

- When both territories connected by the storm coin are entirely explored, the player with Tent majority (considering the sum of Tents in both territories) can decide whether to move the storm coin to next number in ascending order or to leave it in the current position. In the case of a tie the storm coin will be moved.
- At the end of the game, the connection numbers occupied by storm coins, won't be counted.

= METAL TOTEM =

The Metal Totem Pawn can be used instead of the wooden Totem Connection Scoring Marker, or it can be used by the following rule:

= WALKING TOTEM =

Set-up:

- Place the Metal Totem Pawn on top of the connection number "1".

Gameplay:

- When a player places a Totem in a territory adjacent to the connection with the Metal Totem Pawn, the player is allowed to perform either of the two following actions, at the end of their turn:

  A. Immediately score the connection with the Metal Totem Pawn for all involved players, even if the scoring doesn't generate points to any player. Then, move to the next connection number in ascending order.
  If the Metal Totem Pawn is on the highest connection number and it needs to be moved, it has to be removed from the board.

  B. Do nothing.

= MAPS ATLAS =

= FLOATING LANDS =

- Follow the base game rules.
- Totems can't be placed on the Tundra Biome.
- Connections also act as roads for settlement creation.

= GLACIAL MASS =

- Follow the base game rules.
- Connections 1 and 11 are on the same territories.